



Ngok Hin

GAME DEVELOPER

PROFILE

I am an aspiring game developer who wants to make an impact on the world through creating video games and inspiring people with fun and games.

HARD SKILLS

- 3D modelling
- Rigging
- Animation
- Coding in Unity with C#
- Photoshop skills
- Video Editing skills

SOFT SKILLS

- Communication
- Teamwork
- Adaptability
- Willingness to learn

EXPERIENCE

Part-Time Sales Associate

G2000 | Nov 2023 - Jan 2024

- Sold various clothing items, helped with restocking and brought a positive vibe to the store. Was once complimented by a customer.

I AM TALENTED Programme Presentor

Republic Poly | 24 May 2025 and 31 May 2025

- Presented programme material and showcased how to use game engine
- Helped the kids fix bugs on their level
- Adapted to the classroom's vibes

EDUCATIONAL HISTORY

Republic Polytechnic

Diploma in Game Design and Gamification | April 2024 - Present

- Studying game design, modelling and programming.
- Made a few games for school
- Current GPA: 3.12

Outram Secondary School

Student | Jan 2019 - Jan 2023

- Was a Peer Support Leader which helped people with their stress, feelings and workload
- Helped host events for the PSL.

